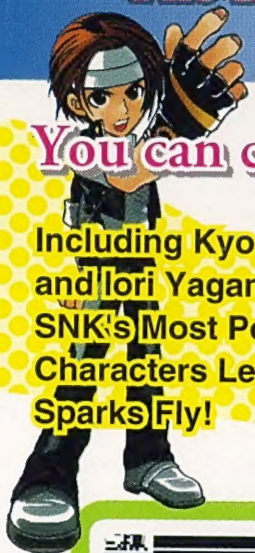


The Incredibly Popular Fighting Game "KOF"

Appears on NEOGEO POCKET!

You can call it: "KING OF FIGHTERS R-1"!

Including Kyo Kusanagi and Iori Yagami, 14 of SNK's Most Popular Characters Let the Sparks Fly!



Use the NEOGEO POCKET LINK CABLE (sold separately) for communication battles!



Choose two operating modes: "EXTRA" and "ADVANCED."



CAUTION

Read this along with your "instruction booklet for NEOGEO POCKET" for additional reference. For your children who will play this game, a parent or guardian should read this manual and inform them of its contents.

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NEOP0001

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NEOGEO POCKET software cartridge

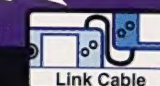
POCKET FIGHTING SERIES
KING OF FIGHTERS R-1

NEOP0001

NEOGEO POCKET



SNK



16 MEGS

NEOGEO POCKET™ NEOGEO POCKET software cartridge

KING OF FIGHTERS ROUND R1
POCKET FIGHTING SERIES

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KING OF FIGHTERS ROUND R1
POCKET FIGHTING SERIES



NEOGEO POCKET™ NEOGEO POCKET software cartridge.

WARNING

To get the most enjoyment out of this and other NEOGEO POCKET video games, we encourage you to follow the suggestions below.

- Be sure to take a break at least once every hour. When you are very tired or are sick, it is best to refrain from playing until your body has returned to normal.
- Be sure to play video games in a bright environment at a healthy distance from the screen.

[EPILEPSY WARNING]

Please read before playing the NEOGEO POCKET system

- The perception of certain flashing light patterns, bright light patterns or auditory sound patterns, commonly found in our daily environment, as viewed or heard by a small segment of the population, can lead to epileptic seizures. If you have an epileptic condition, please consult your physician before playing video games. Individuals who have not experienced any previous sei-

zures may have an undetected epileptic condition. If you experience any of the following symptoms while playing video games, consult your physician: involuntary muscle contractions, auditory seizures, altered vision, mental confusion, disorientation and convulsions.

AVERTISSEMENT

PRECAUTIONS A PRENDRE DANS TOUS LES CAS POUR L'UTILISATION D'UN JEU VIDEO

- Ne vous tenez pas trop près de l'écran.
- Jouez à bonne distance de l'écran de télévision et aussi loin que le permet le cordon de raccordement.
- Utilisez de préférence les jeux vidéo sur un écran de petite taille.
- Evitez de jouer si vous êtes fatigué ou si vous manquez de sommeil.
- Assurez-vous que vous jouez dans une pièce bien éclairée.
- En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures.

[AVERTISSEMENT SUR L'EPILEPSIE]

A lire avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant

Certaines personnes sont susceptibles de faire crises

d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou qu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie. Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre médecin avant toute utilisation. Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants: vertige, trouble de la vision, contraction des yeux ou des muscles, perte de conscience, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter un médecin.

AVISO

Para que pueda disfrutar más de este y otros vídeo juegos de mano "NEO-GEO POCKET", recomendamos que sigan las siguientes sugerencias.

- Asegurese de descansar por lo menos una vez cada hora. Cuando esté muy cansado u enfermo, es mejor no jugar hasta que se recupere.
- Asegurese de jugar en una habitación bien iluminada.

[AVISO DE EPILEPSIA]

POR FAVOR DE LEER ANTES DE JUGAR EL SISTEMA NEOGEO POCKET

La percepción de ciertos patrones de luces artificiales, patrones de luces brillantes o patrones de sonidos auditivos, comúnmente encontrados en nuestro medio ambiente, visto u escuchado por una pequeña parte de la población, puede conducir a un ataque epiléptico. Si tiene una condición epiléptica, consulte con su médico antes de utilizar un sistema de vídeo juego. Individuos que nunca antes

han pasado por una experiencia epiléptica, pudiera tener una condición epiléptica nunca antes detectada. Si usted experimenta algunos de los siguientes síntomas mientras juega vídeo juegos, consulte con su médico; contracciones musculares involuntarios, ataques auditivos, alteración de visión, confusión mental, desorientación y convulsiones.

WARNUNG

Um den größtmöglichen Spielspaß mit diesem oder anderen NEOGEO POCKET-Videospielen zu erlangen, möchten wir Sie bitten die nachfolgenden

Hinweise unbedingt zu beachten!!!

- Stellen Sie sicher, daß Sie nach jeder Spielstunde eine Spielpause einlegen! Wenn Sie übermüdet oder krank sind, ist es ratsam von dem Spielen eines Videospieles abzusehen, bis Ihr Körper sich regeneriert hat!
- Stellen Sie sicher, daß Sie Videospiele in einer hellen Umgebung und einem gesunden Abstand zum Bildschirm spielen!

[EPILEPSIE-WARNUNG]

Bitte lesen Sie dies bevor Sie mit dem NEOGEO POCKET-System spielen!!

- Die geistige Wahrnehmung von gewissen blitzenden Lichtmustern, grellen Lichtmustern oder hörbaren Schallmustern, welche im Allgemeinen in unserer alltäglichen Umgebung zu finden sind,

können betrachtet oder gehört bei einem kleinen Teil der Bevölkerung zu epileptischen Anfällen führen. Sollten Sie Epileptiker sein, konsultieren Sie bitte erst Ihren Arzt bevor Sie Videospiele spielen! Menschen, welche bisher keine Erfahrung mit Anfällen hatten, haben womöglich eine bisher unerkannte Neigung zu epileptischen Anfällen. Sollen Sie irgendwelche der nachfolgenden Symptome während des Spielens mit Videospiele bei sich oder anderen bemerken, konsultieren Sie bitte sofort Ihren Arzt: unkontrollierte Muskelzuckungen, Hörstörungen, Sehstörungen, geistige Verwirrung, Desorientierung, Krämpfe und Zuckungen!

GREETINGS!

Thank you for your purchase of this NEOGEO POCKET HANDHELD GAME SYSTEM software cartridge. Before you begin, be sure to read through this user's manual and learn how to play the game properly for extended entertainment.

Keep this user's manual in a safe place.

*The duplication and rental of this software cartridge is strictly prohibited without the expressed permission of SNK Corporation.

*Along with this user's manual, refer to the user's manuals for the main unit of the NEOGEO POCKET HANDHELD GAME SYSTEM and all peripheral units to be used with this software game cartridge.

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King of Fighters History 101

It all begin with an invitation from someone signed "R". The King of Fighters held by the mysterious figure Lugal in 1994 proved, in the end, an event centered on the megalomaniacal ambitions of a single individual. But, in the following year, 1995, the nature of the event underwent a complete change. This time around, in addition to the melodramatics of Lugal's drama of revenge, the existence of the dark power of the Orochi made itself known.

Then, in the 1996 tournament, Goenitz, who unleashed the hidden power of the Orochi, burst onto the scene. Here, failing to eradicate Chizuru Kagura, host of the tournament, and fellow participants Kyo Kusanagi and Iori Yagami, the disgraced tyrant committed suicide, taking the mysteries concerning the Orochi with him to the dark reaches of eternity.

Now, this time around, Chizuru Kagura, puts herself in the hot seat and opens the tournament of 1997. Once again, with the help of Kyo and Iori, she is determined to imprison the Orochi for good. In the end, will the full mysteries of the Orochi be revealed?

The final duel with Orochi is all set...

...TO EXPLODE!

Using the Joystick and Buttons

Joystick

Character movement, jump, crouch, guard, cursor movement (for selecting items)

A Button

Punch (The weakness and strength changes with the length of time buttons are pushed)/Decide

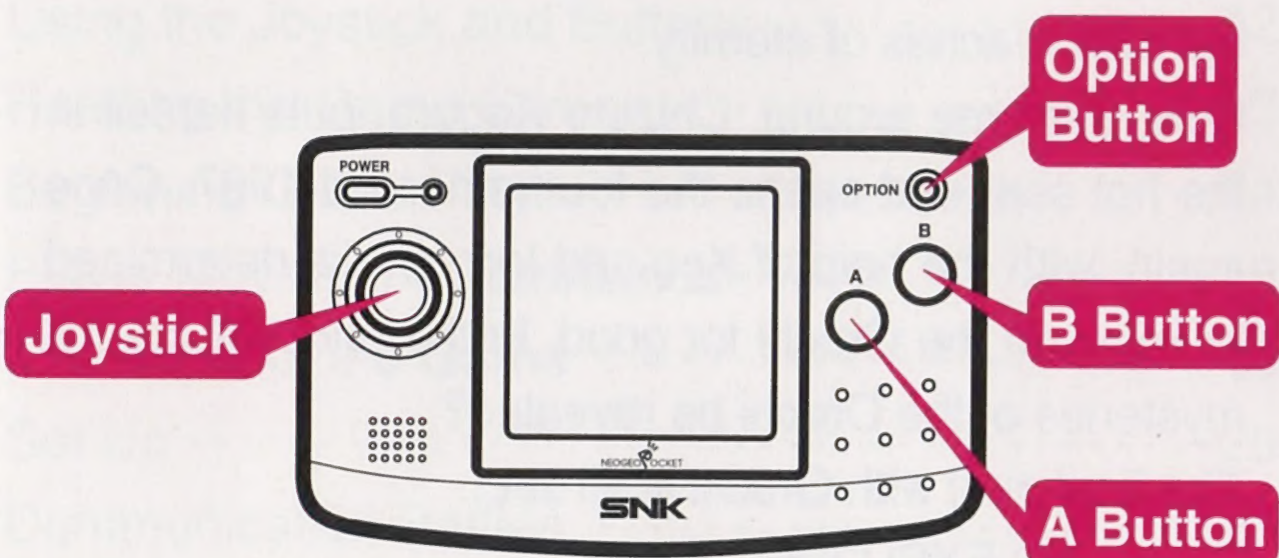
B Button

Kick (The weakness and strength changes with the length of time buttons are pushed)/Cancel

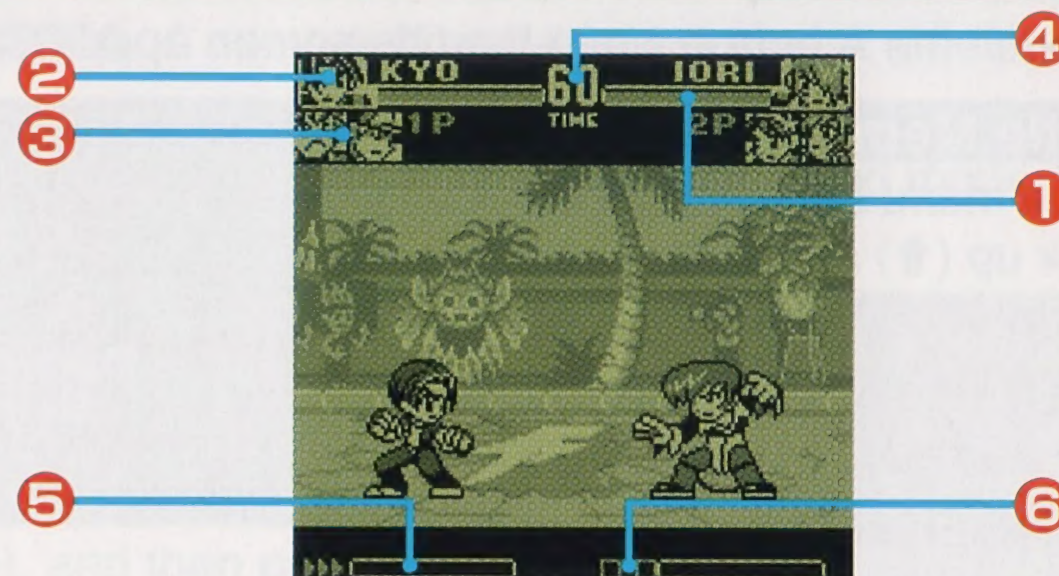
Option Button

Pause (Push a second time to resume play)

*For detailed character commands, see pp. 16 to 18.



Reading the Game Screen



1 Power Gauge

Displays remaining power, and when it reaches "0" the character loses. In the Extra Mode, when the remaining power decreases and the gauge begins to flash, use Super Special Moves!

2 Character in Use

Displays the character used by the player.

3 Other Team Members

Teammates who have already been defeated are crossed out with an "X."

4 Timer

Displays remaining time for a round. When it reaches "0", the amounts of power remaining decides the victor.

5 Extra Power Gauge

A power gauge for the Extra Mode. See p.18.

6 Advanced Power Gauge

A power gauge for the Advanced Mode. See p.18.

Beginning Game Play

First, push the A button when the title screen appears.

① Title Menu

Select a menu by moving the joystick up (↑) or down (↓) and then push the A button.

START Begins game play. Calls up the Game Select screen.

SET UP Enables the change of various game settings. See p.20.

② Game Select

Select a game mode by moving the joystick up (↑) or down (↓) and then push the A button.

TEAM PLAY Pit yourself against the computer in a 3-on-3 (Team Battle) match.

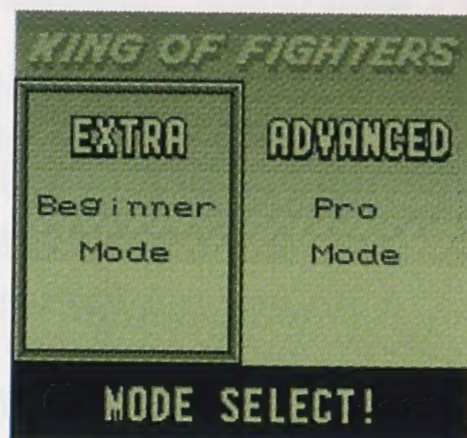
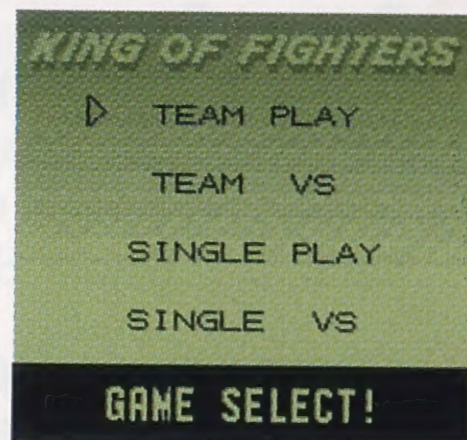
TEAM VS Use the separately sold NEOGEO POCKET LINK CABLE and square off against a friend in a 3-on-3 team battle. See p.12.

SINGLE PLAY A 1-on-1 (Single Battle) against the computer.

SINGLE VS Use the separately sold NEOGEO POCKET LINK CABLE to take on a friend in a 1-on-1 competition match. See p.22.

③ Mode Select

Select a Control Mode by moving the joystick left (←) or right (→), then push the A button.



Beginning Game Play

EXTRA A command mode for beginners. See pp.16 and 18.

ADVANCED A more technical command mode. See pp. 17 and 18.

④ MEMBER SELECT

Select 3 characters. Choose each player by moving the joystick up (↑), down (↓), left (←), and right (→), and then push the A button. Once a character has been selected in single battles, the match will begin automatically.



⑤ ORDER SELECT

Select the order characters will appear. In order to select characters, starting with the first contender, move the joystick left (←) and right (→), and then push the A button. The game will start once the order of appearance is completed.



CONTINUE

Losing in a computer match calls up the Continue Select screen. To continue play, select "CONTINUE" by moving the joystick up (↑) or down (↓), and push the A button. Select END to finish play.



Player Movement Commands

1. Extra Mode Commands

Basic Commands (When character is facing the right.)

Forward	Joystick: → (→ → quickly for "Front Step")
Backward	Joystick: ← (← ← quickly for "Back Step")
Jump	Joystick: ↖ or ↑ or ↗
Crouch	Joystick: ↙ or ↓ or ↘
Guard	During attack, joystick: ← (while standing) or ↙ (while crouching)
Punch	A button (Pressed shortly: "Weak Punch"; pressed down: "Strong Punch.")
Kick	B button (Pressed shortly: "Weak Kick"; pressed down: "Strong Kick.")

Special Commands (When character is facing the right.)

- Joystick → or ← + A & B button pressed down simultaneously: "Attack Avoid"
- A & B button pressed down simultaneously, "Blow Away Attack."
- Joystick ↓ + A & B button pressed down at length simultaneously: "Power Builder"
- Before being knocked to the ground, A & B buttons pressed simultaneously: "Knockdown Escape"
- Joystick → + Option button: "The Teaser".
- Joystick tapped briefly ↖ or ↗: "Orbit Jump"

Player Movement Commands

2. Advanced Mode Commands

Basic Commands (When character is facing the right.)

Forward	Joystick: → (→ → quickly for "Dash")
Backward	Joystick: ← (← ← quickly for "Back Step")
Jump	Joystick: ↖ or ↑ or ↗
Crouch	Joystick: ↙ or ↓ or ↘
Guard	During attack, joystick: ← (while standing) or ↙ (while crouching)
Punch	A button (Pressed shortly: "Weak Punch"; pressed down: "Strong Punch.")
Kick	B button (Pressed shortly: "Weak Kick"; pressed down: "Strong Kick.")

Special Commands (When character is facing the right.)

- Joystick → or ← + A & B button pressed down simultaneously: "Emergency Escape"
- A & B button pressed down simultaneously, "Blow Away Attack."
- Joystick ↓ + A & B button pressed down at length simultaneously: "Power MAX Activate"
- Before being knocked to the ground, A & B buttons pressed simultaneously: "Knockdown Escape"
- When caught in a normal body toss, push A & B simultaneously: "Body Toss Escape"
- Joystick → + Option button: "The Teaser".
- Joystick tapped briefly after ↙ or ↓ or ↘ move to ↖ or ↗: "Orbit Jump"
- Joystick after ↙ or ↓ or ↘, tap to ↖ or ↗: "Medium Jump."
- Tap joystick ↖ or ↗: "Small Jump."

Player Movement Commands

3. Power Gauge System

Power gauge systems are different in the Extra Mode and Advanced Mode.

Extra Power Gauge

By pressing the joystick down (↓) and pushing the A & B buttons simultaneously, the power gauge at the bottom of the screen will increase (Power Increase). When it is full, the character automatically enters the MAX Power Mode, making it possible to use the Super Special Moves, or the Guard Cancel Emergency Escape and the Body Toss Attack moves. When the MAX Power Mode overlaps with the flashing Power Gauge, MAX Power Super Special Moves are enabled.

Advanced Power Gauge

Each time your character strikes an opponent with various attacks, the power gauge at the bottom of the screen will increase. When the gauge becomes full, a power stock point will appear at the right of the gauge, allowing the use of Super Special Moves, or the Guard Cancel Emergency Escape and the Body Toss Attack moves (A maximum of three points will light up on the screen). When a point appears, push the joystick down (↓) and push down on the A & B buttons simultaneously to use a point and temporarily put your character into the MAX Power Mode (MAX Power Activate). At this time, if one point or more remains, use a MAX Power Super Special Move.

The Rules of the Game

3-on-3 Team Battles

1. When a game begins, the first character of both teams appears. A one-round match is conducted.
2. When the winner is decided, the second player of the losing team appears, and the winning character remains to fight with the power left over from the first round. However, the winning character's remaining power will increase a little with victory and time bonuses.
3. The first team to beat all opposing team members is the winner and moves on to the next match.

1-on-1 Single Battles

The match is a three-round bout with the first character to win two rounds determined as the winner. Moreover, as each round is decided, each characters' power is fully restored for the next round.

Set Up

On the TITLE MENU screen, select "SET UP" to call up the Set Up menu. Push the joystick up (↑) or down (↓) to select items, and push the joystick left (←) or right (→) to change settings.

SET UP	
LEVEL	NORMAL
TIME	60
STAGE	1
BGM	00
SE	00
▶ AUTO POW OFF	ON
RECORD	
EXIT	

LEVEL Change computer difficulty levels to one of three levels: EASY, NORMAL, HARD.

TIME Change time limits for rounds to one of four time periods: 30, 60, 90, ∞.

STAGE Select the stage for battle. However, stages which have not yet been reached may not be selected.

BGM Listen to game BGM (Background Music). Select a song number and push the A button to play it. Push the B button to stop.

SE Listen to sound effects. Select a code number and push the A button to play it. Push the B button to stop.

AUTO POW OFF Sets the function that enables the NEOGEO POCKET to turn itself off automatically if the game is not touched during a 10 minute period. (ON→YES /OFF→NO).

RECORD By pushing the A button, the Record screen will appear. See p.21.

EXIT Push the A button and call up the Title screen.

Set Up

Record Screen

Select "RECORD" on the Set Up screen to call up the Record screen and see results in each game mode for a character.

To return to the Set Up screen, select EXIT by pushing the joystick left (←) or right (→), and push the A button.

KING OF FIGHTERS		
	WIN	LOSE
TEAM	0	0
SINGLE	0	0
TEAM VS	0	0
SINGLE VS	0	0
TOTAL	0	0
ALL CLEAR		0
EXIT		RESET

Resetting Results

To reset results, on the Record screen push the joystick left (←) or right (→) to select "RESET" and push the A button. When the Reset Select screen is displayed, move the joystick left (←) or right (→) to select YES and push the A button, and the Record screen results will be reset.



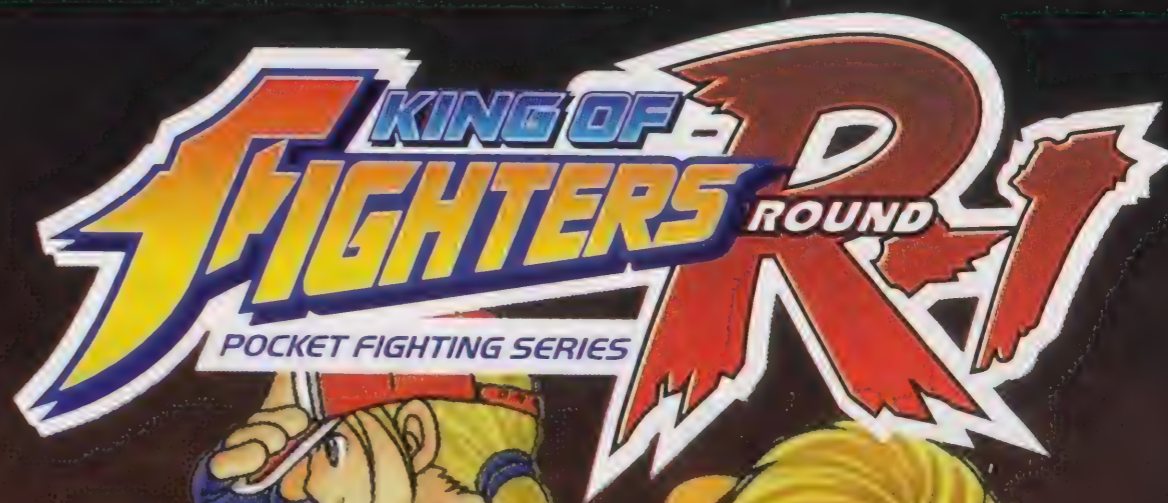
Communication Battles

In this game, use a separately sold NEOGEO POCKET LINK CABLE, to play communication battles with friends and other NEOGEO Pocket owners. When playing communication battles, insert 'KING OF FIGHTERS R-1' software cartridges into both of the NEOGEO POCKET units.

First, check to see that both of the NEOGEO POCKET units have been turned off.

1. Connect the NEOGEO POCKET units with the separately sold NEOGEO POCKET LINK CABLE.
2. Turn both of the NEOGEO POCKET units back on.
3. Select START on the Title menu and push the A button.
4. On the Game Select screen, select either "TEAM VS" or "SINGLE VS" and push the A button. (However, if the same type of game is not selected on both of the units, play will not begin.)
5. Select the Control Mode and team members, and once the playing order is decided, the game will begin.

Characters and Special Moves



Command Chart Symbol Meanings

- " → " Direction to push the joystick
(When characters are facing right.)
- "A, B" Button abbreviations
- " ☆ " Super Special Moves

- *The strength of Special Moves and Super Special Moves can be changed based on the length of time buttons are pressed down.
- *There are other hidden moves in addition to those introduced here! Can you find them? DO YOU HAVE WHAT IT TAKES?!!!

Characters and Special Moves

**Savior
Team**



KYO KUSANAGI

FIRE BALL

→ ↓ ↘ + A

R.E.D.KICK

← ↓ ↙ + B

212 POSITIVE

→ ↘ ↓ ↙ ← + B

75 ADVANCED

↓ ↘ → + B

WICKED CHEW

↓ ↘ → + A (Pressed shortly)

POISON GNAWFEST

↓ ↘ → + A (Pressed down)

☆ **SERPENT OF 108 BLOWS
REVERSE ATTACK**

↓ ↙ ← ↘ ↓ ↘ → + A

☆ **FINAL SHOWDOWN**

↓ ↘ → ↓ ↘ → + A

Characters and Special Moves

**Savior
Team**



IORI YAGAMI

FIRE BALL

→ ↓ ↘ + A

212 POSITIVE

→ ↘ ↓ ↙ ← + B

DARK THRUST

↓ ↘ → + A

TRASH WIND

Near opponent, ← ↙ ↓ ↘ → + A

☆ **MAIDEN MASHER**

↓ ↘ → ↘ ↓ ↙ ← + A

☆ **"ONE-FOR-THE-ROAD" BLAST**

↓ ↙ ← ↙ ↓ ↘ → + A

Characters and Special Moves

CHIZURU KAGURA

*Savior
Team*



HEAVEN'S WAY

→ ↓ ↘ + A

ORACLE'S DECREE

→ ↘ ↓ ↙ ← + A or B

ECHOING HARP

← ↙ ↓ ↘ → + A

PIERCING PEAK PUNCH

↓ ↘ → + A or B

☆ RULES OF ZEN

↓ ↙ ← ↙ ↓ ↘ → + A

☆ RUSTLING WIND BRUISER

↓ ↘ → ↓ ↘ → + B

Characters and Special Moves

*Southtown
Team*



TERRY BOGARD

BURNING KNUCKLES

↓ ↙ ← + A

POWER WAVE

↓ ↘ → + A

CRUSH SHOOT

↓ ↙ ← + B

RISING TACKLE

→ ↓ ↘ + A

POWER DUNK

→ ↓ ↘ + B

POWER CHARGER

← ↙ ↓ ↘ → + B

☆ POWER GEYSER

↓ ↙ ← ↙ → + A

☆ HIGH ANGLE GEYSER

↓ ↘ → ↓ ↘ → + B

Characters and Special Moves

Southtown Team



RYO SAKAZAKI

TIGER FLAME PUNCH

↓ ↘ → + A

KOHO

→ ↓ ↘ + A

LIGHTNING LEGS KNOCKOUT KICK

→ ↘ ↓ ↙ ← + B

CRAZY TIGER THUNDER SLASHER

↓ ↙ ← + A

CRAZY TIGER THUNDER CRUSHER

↓ ↘ → + B

☆ RYUKO RANBU

↓ ↘ → ↘ ↓ ↙ ← + A

☆ HAOH SHO KO KEN

→ ← ↙ ↓ ↘ → + A

☆ HEAVEN GLAZE PUNCH

↓ ↘ → ↓ ↘ → + A

Characters and Special Moves

Southtown Team



KIM KAP HWANG

FLYING SLICE

↓ briefly, then ↑ + B

CRESCENT MOON SLASH

↓ ↙ ← + B

FLYING KICK

During jump, ↓ ↘ → + B

METEORIC DROP

← briefly, then → + B

CLOUD OF DUST

↓ briefly, then ↑ + A

☆ PHOENIX KICK

↓ ↙ ← ↙ → + B

☆ HEAVENLY PHOEN KICK

During jump, ↓ ↘ → ↘ ↓ ↙ ← + B

Characters and Special Moves

Heroin Team



MAI SHIRANUI

KACHO SEN

↓ ↘ → + A

RYU EN BU

↓ ↙ ← + A

HIEN RYU EN ZIN

→ ↓ ↘ + B

DEADLY NINJA BEES

← ↙ ↓ ↘ → + B

SNOWY HERON DANCE

→ ↓ ↘ + A

☆ SPECIAL DEADLY NINJA BEES

↓ ↙ ← ↙ ↓ ↘ → + B

☆ PHOENIX FANDANGO

↓ ↙ ← ↓ ↙ ← + A

☆ WATERFOWL FANDANGO

↓ ↘ → ↓ ↘ → + A

Characters and Special Moves

Heroin Team



YURI SAKAZAKI

KO OH KEN

↓ ↘ → + A

RAI KOH KEN

↓ ↘ → + B

INTENSE SLAPS

→ ↘ ↓ ↙ ← + A

YURI SUPER KNUCKLES

↓ ↙ ← + A

YURI SUPER SPINKICK

↓ ↙ ← + B

☆ FLYING PHOENIX KICK

↓ ↘ → ↘ ↓ ↙ ← + B

☆ HAOH SHO KO KEN

→ ← ↙ ↓ ↘ → + A

☆ SCALDING STEAM BLAST

↓ ↘ → ↓ ↘ → + A

Characters and Special Moves

Heroin Team



ATHENA ASAMIYA

PSYCHO BALL ATTACK

↓ ↙ ← + A

PHOENIX ARROW

During jump, ↓ ↙ ← + A

(NEW) PSYCHO REFLECTOR

→ ↘ ↓ ↙ ← + B

PSYCHO SWORD

→ ↓ ↘ + A

PSYCHIC TELEPORT

↓ ↘ → + B

SUPER PSYCHIC THROW

Near opponent, ← ↙ ↓ ↘ → + A

☆ SHINING CRYSTAL BIT

← → ↘ ↓ ↙ ← + A

☆ PHOENIX FANG ARROW

During jump, ↓ ↘ → ↓ ↘ → + A

Characters and Special Moves

YASHIRO NANAKASE *New Face Team*



MIGHTY MISSILE BASH

→ ↘ ↓ ↙ ← + A

DUAL UPPER

→ ↓ ↘ + A

SLEDGE HAMMER

↓ ↙ ← + A

JET COUNTER

← ↙ ↓ ↘ → + A

☆ MILLON BASH STREAM

↓ ↙ ← ↙ ↓ ↘ → + A

☆ FINAL IMPACT

↓ ↘ → ↓ ↘ → + A or B (Pressed down briefly)

Characters and Special Moves

New Face Team

SHERMIE

SHERMIE SPIRAL

Near opponent, ← ↙ ↓ ↘ → + A

SHERMIE WHIP

→ ↓ ↘ + B

SHERMIE SHOOT

← ↙ ↓ ↘ → + B

AXLE SPIN KICK

↓ ↙ ← + B

☆ SHERMIE FLASH

Near opponent, (→ ↘ ↓ ↙ ←) × 2 + A

☆ SHERMIE CARNIVAL

Near opponent, (← ↙ ↓ ↘ →) × 2 + A



Shermie

Characters and Special Moves

New Face Team

CHRIS

SLIDE TOUCH

↓ ↘ → + A

HUNTING AIR BLAST

→ ↓ ↘ + B

SHOOTING DANCER THRUST

→ ↘ ↓ ↙ ← + A

SHOOTING DANCER STEP

→ ↘ ↓ ↙ ← + B

GLIDER STAMP

During jump, ↓ ↘ → + B

☆ CHAIN SLIDE TOUCH

↓ ↘ → ↓ ↘ → + A

☆ TWISTER DRIVE

↓ ↙ ← ↓ ↙ ← + B



CHRIS

Characters and Special Moves

Edit Member Team

SHINGO YABUKI

FIRE BALL UNFINISHED MISERY

→ ↓ ↘ + A

WICKED CHEW UNFINISHED MISERY

↓ ↘ → + A (Pressed shortly)

POISON GNAWFEST UNFINISHED MISERY

↓ ↘ → + A (Pressed down)

SPINNING KICK UNFINISHED MISERY

↓ ↙ ← + B

SHINGO KICK

← ↙ ↓ ↘ → + B

☆ PHOSPHORUS PHOENIX FLASH

↓ ↘ → ↓ ↘ → + A

☆ BURNING SHINGO

↓ ↙ ← ↙ ↓ ↘ → + A



Characters and Special Moves

Edit Member Team

LEONA

MOON SLASHER

↓ briefly, then ↑ + A

X-CALIBER

↓ briefly, then ↑ + B

GRAND SABRE

← briefly, then → + B

BALTIC LAUNCHER

← briefly, then → + A

I-SLASHER

↓ ↙ ← + A

☆ V-SLASHER

During jump, ↓ ↘ → ↘ ↓ ↙ ← + A

☆ REVOLVER SPARK

↓ ↙ ← ↙ ↓ ↘ → + B

☆ GRAVITY STORM

↓ ↘ → ↓ ↘ → + A



MEMO

SHINJYUJIKU

あ	い	う	え	お
か	き	く	け	こ
さ	し	す	せ	そ
た	ち	つ	て	と
な	に	ぬ	ね	の
は	ひ	ふ	へ	ほ
ま	み	む	め	も
や	ゆ	よ		
ら	り	る	れ	ろ
わ	を	を	を	を

